ABSTRACT

A 3D road object (303a) is an object having road width (W), height (H), and length (L). The 3D road object (303a) corresponds to a link (401). A road surface texture (501)

5 is drawn repeatedly on the top surface of the 3D road object (303a). With a map information creating device, geometry data (310) in a cube shape containing a cross-section (S) including the road width (W) and the height (H) can be extracted. Length (l) of this geometry data (310)

10 can be set to the length of one sheet (one cycle) of the road surface texture (501) in the length direction of the 3D road object (303a). The road surface texture (501) for one sheet as well as drawing cycle information P (P=L/1) can also be extracted. Moreover, link length information

15 (length (L) of the link (401)) can be extracted from the link (401).